procedunt -

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 2003

Application or Docket Number

1000 398 21CX!

CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 2) TYPE [**SMALL ENTITY** (Column 1) OR TOTAL CLAIMS RATE FEE RATE FEE O BASIC FEE 770.00 NUMBER EXTRA BASIC FEE 385.00 **FOR** NUMBER FILED OR TOTAL CHARGEABLE CLAIMS X\$18= minus 20= X\$ 9= OR 2 INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 770 TOTAL TOTAL OR **OTHER THAN CLAIMS AS AMENDED - PART II SMALL ENTITY SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER PRESENT REMAINING TIONAL RATE TIONAL RATE **PREVIOUSLY** AMENDMENT AFTER **EXTRA FEE** FEE AMENDMENT PAID FOR X\$18= Minus X\$ 9= Total ** OR Minus Independent *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-8 NUMBER PRESENT REMAINING RATE TIONAL RATE TIONAL **AMENDMENT AFTER PREVIOUSLY EXTRA** PAID FOR FEE FEE AMENDMENT Minus Total X\$ 9= X\$18= OR Minus Independent *** X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) **CLAIMS** HIGHEST ADDI-ADDI-NUMBER REMAINING PRESENT RATE TIONAL RATE TIONAL **AMENDMENT PREVIOUSLY AFTER EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$18= ** X\$ 9= OR Independent Minus *** X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR

ADDIT, FEE

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."